

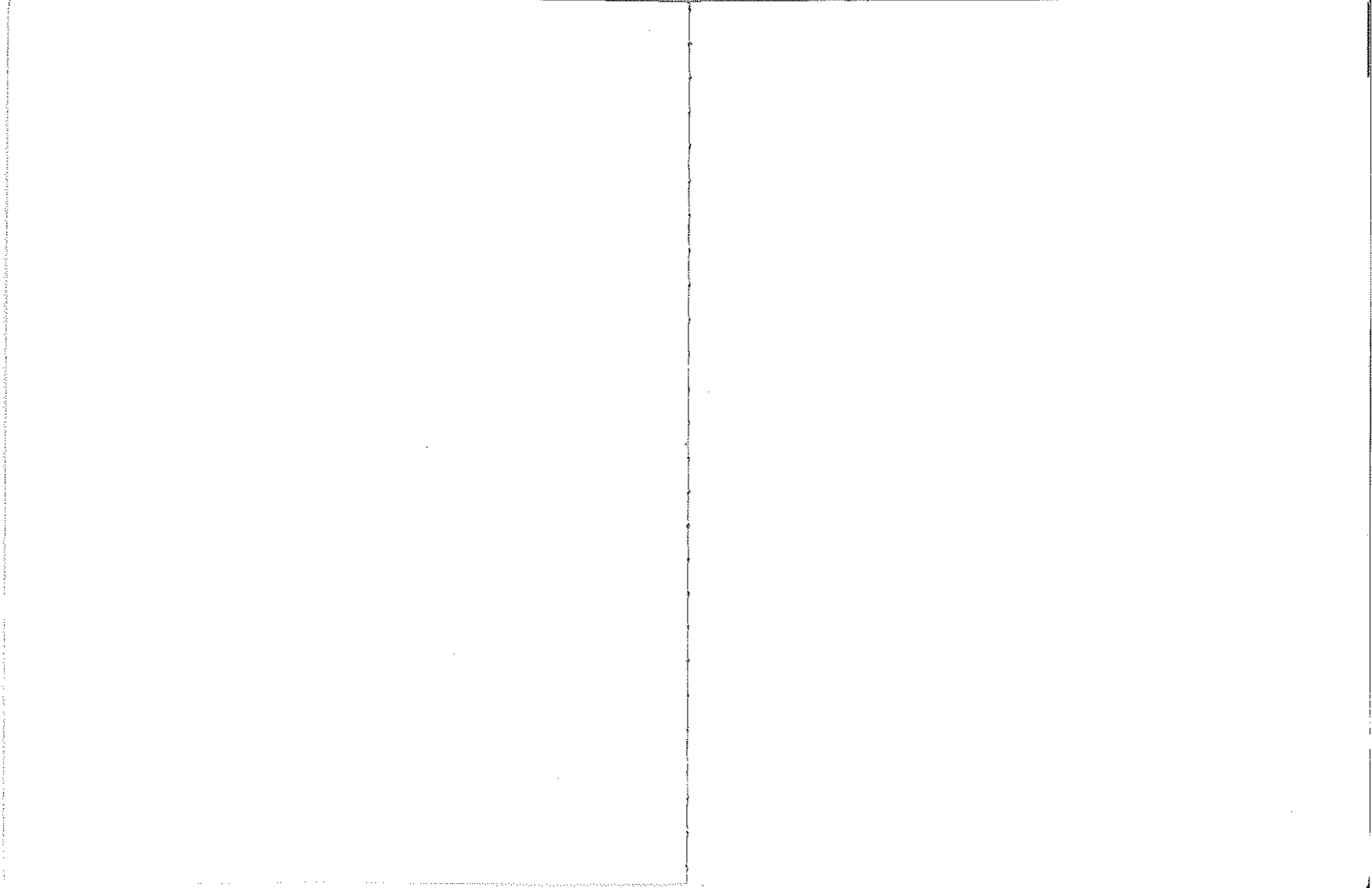
HYPER SCAN™

G A M E

MARVEL
HEROES

INSTRUCTIONS





Important Ergonomic Information: Repetitive Motion

Some people may experience fatigue or discomfort after playing for a long time. If your hands and arms become tired or uncomfortable during gameplay, stop playing immediately and rest.

If you continue to experience soreness or discomfort during or after play, stop playing and consult your physician.

If your hands, wrists or arms have been injured or strained in other activities, use of your system could aggravate the condition. As necessary, consult your physician before playing video games.

Warning! Photosensitivity And Seizures

Video games may cause a small percentage of individuals to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns on a television screen. Certain conditions may induce epileptic symptoms even in persons who have no history of seizures or epilepsy.

If you or anyone in your family has an epileptic condition, consult your physician prior to game play.

It is recommended that parents observe their children when their children play video games. If you or your child experiences any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, discontinue use immediately and consult your physician.

To reduce the likelihood of a seizure while playing video games:

Sit at least two feet from the screen in a well-lit room.

Reduce the brightness of the screen.

Do not play video games if you are tired.

Take frequent breaks from the games and look away from the screen every once in a while.

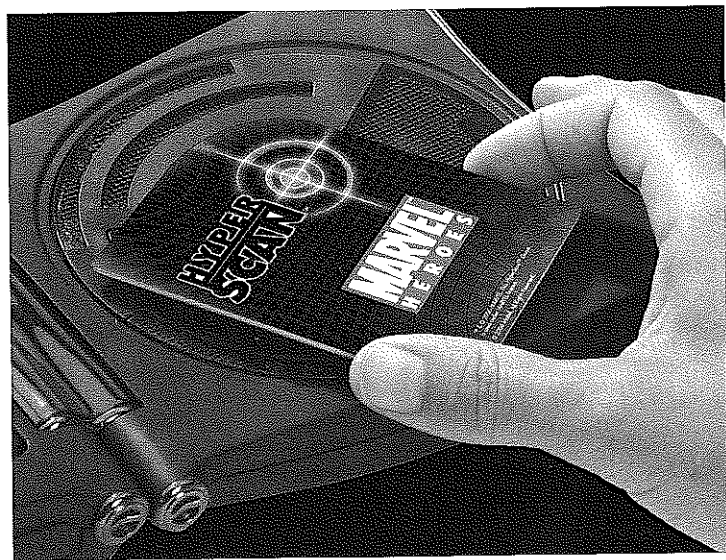
Turn the game off if strange or unusual feelings or body jerks develop.

Using IntelliCard™ Collectible Game Cards

Please follow these instructions carefully.

- Hold your card by the edges with the HyperScan™ logo facing up and the character illustration face down.

- When prompted (onscreen) position the rounded section of the card so the target area hovers directly over the sensor in the CENTER of the glowing red panel (as indicated). Your card should be approximately 1/4 inch from the sensor.
- A sound will confirm a successful scan and your character will appear onscreen momentarily.



- Repeat the process to scan your modification cards.

During gameplay you may scan modification (MOD) cards to enhance and customize your character's fighting skills.

If you scan an incorrect card you will hear a sound indicating that the card you scanned is not suitable for use at that particular time.

Caring For IntelliCard™ Game Cards

Although the patented technology embedded in our IntelliCard™ Game Cards is quite durable, please do not mishandle or mistreat your cards, as abuse will adversely effect their performance.

Handling Your HyperScan™ Format Disc

This disc is intended for use with HyperScan™ consoles only.

Do not bend it, crush it, or submerge in liquids.

Do not leave it in direct sunlight or exposed to other sources of heat.

Keep the game disc clean. Always hold the disc by the edges and keep it in a protective sleeve when not in use.

Clean your disc with a lint-free, soft, dry cloth, wiping in straight lines from the center to the outer edge. Never use solvents or abrasive cleaners on the disc.

Loading Your HyperScan™ Game Disc

Open the console's CD compartment and place the game disc, printed side up, into the compartment on the center hub. **DO NOT TOUCH THE LENS!** You may then close the compartment cover.

Screen Saver

During periods of inactivity a HyperScan™ screen saver will be set in motion. Press any button to return to the main menu.

Keep these instructions for future reference as they contain important information.

Contents:

1 Video game disc

6 Game cards

1 Game instruction manual

Please remove all components and compare them to the content list. If any items are missing, please call 1-800-524-8697. Outside the U.S., please consult your telephone directory for a listing of your local Mattel office.

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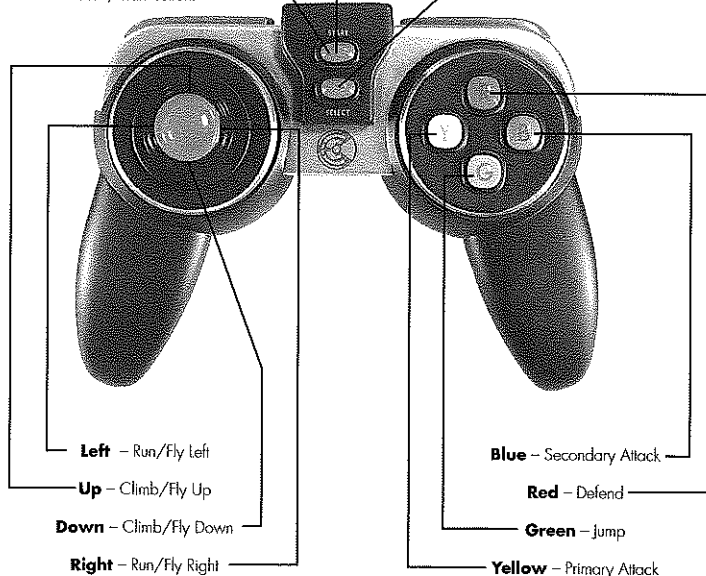
COLLECTOR CARD LIST

Controller Configuration

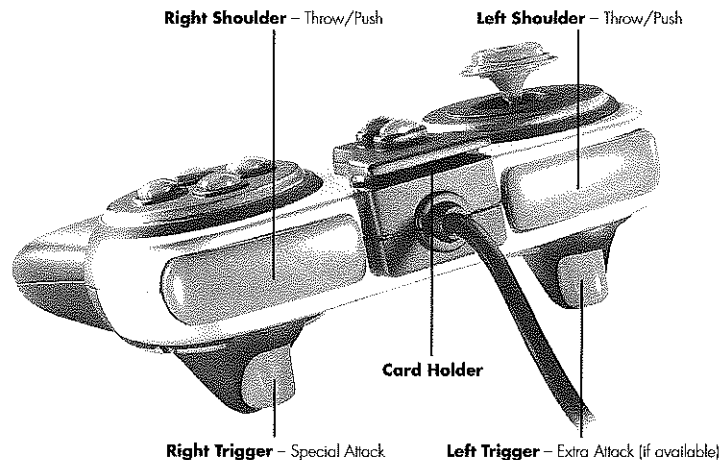
Start - Functions as an "FORWARD/ENTER" button.
The green button also serves the same function.

Pause - Press the Start button at any time during your game to pause it. When you are ready, use the joystick to select "BACK TO GAME" or "EXIT TO MENU" and press the Green button/Start button.

Select - Functions as a "BACK" button or "EXIT" button. The red button also serves the same function.



IMPORTANT! Only HyperScan™ controllers are supported by this console. The use of other joysticks, paddles or peripherals may cause damage to your system and will cause it to not function properly.



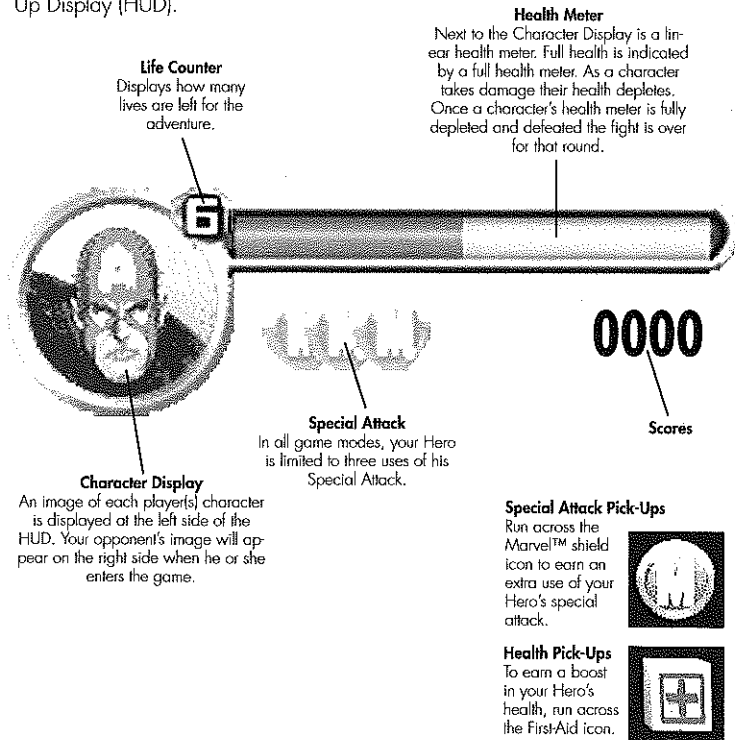
Scanning Cards Before/After An Adventure:

When players enter the game, they will be prompted to first scan a character card. Then, the players will be prompted to scan their MOD cards. Different MOD cards will produce various effects. The player(s) then begin their adventure. When the adventure is completed, the player(s) will be prompted to re-scan their character card(s) to upgrade them.

NOTE: After winning a STORY game, the player will earn experience points for future battles by scanning that Hero's Character card. STORY cards cannot store the upgraded data.

Heads Up Display (HUD)

During fights, players will be kept informed of their character's in-game status by means of an onscreen Heads Up Display (HUD).



Story

Enter the Marvel™ Universe! A Universe that parallels our own except that, in addition to mortal beings, it is populated by Super Heroes, Super Villains, Mutants and Gods who wage a constant war to determine our ultimate fate!

Some are outlaws. Some are saviors. All are legends. Now it's your turn to take control and lead the battle. Will the forces of good or evil triumph in the Marvel™ Universe? It's up to you.

Game Play

Choose your Hero, choose your opponents and its "cataclysm" on! Players will face evil attacks from thugs, villains and bosses as they work their way through a wide variety of customizable areas and atmosphere conditions. Make your choices wisely—they can have a positive or negative effect on your Hero's battle performance!

Portal: At the end of each game level player(s) will find a Portal. Enter the Portal with your Hero and you will be transported to the next level. If your Hero is not transported to the next level,



you have not conquered all of your opponents and will have to go back, find them and defeat them.

Main Menu

At the start of the game the player is presented with a Main Menu screen.

Using the joystick, scroll up or down the list of options then press the "START" button to activate your selection.

1-P Start: Follow the on-screen prompts to scan your Hero card. You can then battle using the boss, villains, area and atmospheres pre-selected by the game or follow the on-screen prompts to modify your game by selecting the large square (AREA), small square (ATMOSPHERE) or icons (VILLAINS, BOSS) and scanning additional MOD cards. When you are finished scanning, press the START button to begin.

Story Card: From 1-P Start mode, scan a single Story card and be instantly swept away on a battle adventure full of twists, turns and special surprises. Single player only.

2-P Start: Allows 2 players to each choose their own Heroes. They can then scan additional MODS to choose the thugs, villains and boss they will team up to battle. It is possible, for example, to have 2 Spider-Man Heroes teaming up in the same game, but each player must scan his or her own Character card.

Options: Use the Options menu to enable 2nd Player Damage or view the game credits.

NOTE: Enabling 2nd Player Damage creates a more challenging game because Heroes can inflict damage on each other as well as be damaged by their opponents.

Card Status: Selecting Card Evaluation allows players to scan a game card and see the type of card and its current status.

DELETE Controls: Selecting Controls allows the player to view the game controller layout. DELETE

Marvel™ Heroes Cards

Character Cards

Spider-Man

Bitten by a radio-active spider, Peter Parker assumed many of the powers of a spider, including super strength, wall climbing, and more.



Captain America

Steve Rogers is a patriot who was genetically modified to become the American supersoldier, Captain America. He uses his indestructible shield to fight for justice.



Hulk



Dr. Robert Bruce Banner was subjected to extreme levels of gamma radiation. He now turns into the near-indestructible smashing-machine, Hulk, whenever he becomes too angry.

Thor

From Norse mythology, Thor was stripped of his godlike powers and sent to earth to learn humility. Armed with Mjolnir, Thor has superhuman strength and endurance.



Wolverine



Wolverine has superhuman regeneration, razor-sharp claws, and bones laced with adamantium. His awesome fighting skills make him a formidable opponent.

Human Torch

The Human Torch is a fun-loving member of the Fantastic Four. When he encases himself in fiery plasma, he can more than hold his own in a fight.



Iron Man



Brilliant inventor Tony Stark designed a super-suit that turns him into the awesome Iron Man. Armed with super-strength and powerful weaponry, Iron Man can challenge any foe.

Storm

Storm is a mutant with supreme control over the forces of weather. She punishes her enemies with gale-force winds and searing lightning bolts.



Elektra

Elektra is a deadly assassin who uses her sais and her lethal martial arts skills to mow down her enemies. She has a soft spot for Daredevil, and the two often fight alongside one another.

Thing

The serious-minded Thing is the brawn of the Fantastic Four. His resolve in defeating a foe is as strong as his hide is thick. He can take a punch and keep on punching back.



Daredevil

As a child, Matt Murdock was blinded by toxic ooze. The same ooze boosted his other senses to superhuman levels, prompting him to fight crime as the acrobatic Daredevil.



Boss MOD Cards

Doctor Doom



Doctor Doom is the brilliant and evil ruler of Latveria. He uses his genius and his sorcery in pursuit of both world conquest and the destruction of his arch-rivals, the Fantastic Four.

Magneto

Magneto's ruthless pursuit of mutant domination makes him the X-Men's persistent enemy. His immense intellect coupled with his mastery of magnetism makes him a powerful foe.



Ultron

Ultron is a powerful android, convinced of the superiority of machine over man. His great strength and powerful arsenal make him the Avengers' number one foe.

Thanos

Thanos is a member of the Eternals, an advanced race living on the moon, Titan. Immensely powerful and intelligent, he seeks the destruction of life in all its forms.



Doctor Octopus



The product of an experiment gone awry, Doctor Octopus is a powerful enemy. The robotic arms grafted to his torso can bend steel and wreak terrific mayhem.

Baron Zemo

Baron Zemo is a brilliant inventor and a master of combat. His repeated attempts at world domination make him a constant thorn in Captain America's side.



Villain MOD Cards VENOM



When Eddie Brock came into contact with an alien symbiote, the malevolent Venom was born. His twisted love/hate relationship with Spiderman makes him a dangerous villain.

Bullseye

Bullseye's perfect aim makes almost any object a lethal projectile in his hands. This, combined with his Olympic-level physical fitness, ensures that Daredevil has his hands full.



Hobgoblin

Hobgoblin's intellect and collection of bizarre weaponry combine to form a dangerous foe. His penchant for mischief and madness keeps Spider-Man on his toes.



Spiral

The six-armed assassin known as Spiral is a (usually) loyal servant of the manic alien Mojo. Her cybernetic enhancements and mystical powers make her an awesome killing machine.



Loki

The self-proclaimed "God of Mischief", Loki, is constantly trying to overthrow Asgard. His immense strength and magical powers make his brother of Thor a persistent pest.



Lady Deathstrike

The sworn enemy of Wolverine, Lady Deathstrike had herself cybernetically enhanced into a lethal killing machine. Her speed and razor-like claws make her a worthy combatant.



Klaw

Klaw is a being made of pure sound. His powerful sound blasts and his brilliant scientific mind help him to cause havoc wherever he goes.



Whirlwind

Whirlwind is a mutant who uses his superhuman speed to twist himself into a powerful vortex. This, along with his twisted mind, makes him a potent enemy of the Avengers.



Omega Red



Omega Red possesses the ability to drain the life force from his enemies. Combined with his enhanced skeleton and metallic tentacles, the result is a super-soldier beyond compare.

Owl

Owl's hollow bones and superior strength grant him limited flight ability. He uses these in conjunction with his razor-sharp metal talons to thwart his opponents.



Area MOD Cards – Choose from 24 areas to battle.

Each area includes three fighting environments and can affect your Hero's fighting abilities positively or negatively, depending on his or her battle skills.

Atmosphere MOD Cards – Eight atmospheres available.

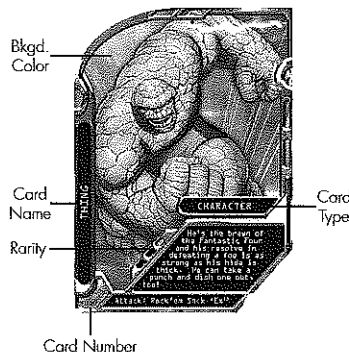
Choose to battle in foggy, blizzard or another weather condition. Each atmosphere type can also effect your Hero's fighting abilities.

Story MOD Cards – One per Hero.

Scan one card to embark on a complete adventure featuring your chosen Hero. Be prepared for special twists and surprises along the way!

Rarity

The orange marks located at the left of the frame in which the descriptive text appears indicates the card's level of rarity, one mark being the most common and three marks being the least common.



Collector Card List

MARVEL™ HEROES

Collector Card#	Title	Type
001	Spider-Man	Character
002	Captain America	Character
003	Hulk	Character
004	Thor	Character
005	Wolverine	Character
006	Human Torch	Character
007	Iron Man	Character
008	Storm	Character
009	Elektra	Character
010	Thing	Character
011	Daredevil	Character
012	Manicidal Mayhem	Area -- MOD
013	Jungle Tuck	Area -- MOD
014	Mount Fury	Area -- MOD
015	Space Station Omega	Area -- MOD
016	Rat House Rumble	Area -- MOD
017	Dread Field	Area -- MOD
018	Techna Terrorer	Area -- MOD
019	Chaos Laboratories	Area -- MOD
020	Desolation Flats	Area -- MOD
021	Targut X	Area -- MOD
022	Wretched Acres	Area -- MOD
023	Back-Alley Bust Up	Area -- MOD
024	Drab Town	Area -- MOD
025	Scrap	Area -- MOD
026	Fire Island Station	Area -- MOD
027	Contra Clash	Area -- MOD
028	Force Factor	Area -- MOD
029	Vanguard Forest	Area -- MOD
030	Mountain Maltdown	Area -- MOD
031	Wastes of Warfare	Area -- MOD
032	Lost Chance Bag	Area -- MOD
033	Tunnels of Terror	Area -- MOD
034	Lightning Ridge	Area -- MOD
035	Biotronic	Area -- MOD
036	Mystery	Atmosphere -- MOD
037	Whisking Hour	Atmosphere -- MOD
038	Thunderhead	Atmosphere -- MOD
039	Thick Soup	Atmosphere -- MOD
040	Snow Squall	Atmosphere -- MOD
041	Heat Wave	Atmosphere -- MOD
042	Below Zero	Atmosphere -- MOD

043	Gale Force	Atmosphere -- MOD
044	Doctor Doom	Boss -- MOD
045	Magneto	Boss -- MOD
046	Ultron	Boss -- MOD
047	Thanos	Boss -- MOD
048	Doctor Octopus	Boss -- MOD
049	Baron Zemo	Boss -- MOD
050	Venom	Villain -- MOD
051	Bullseye	Villain -- MOD
052	Hobgoblin	Villain -- MOD
053	Spiral	Villain -- MOD
054	Loki	Villain -- MOD
055	Lady Deathstrike	Villain -- MOD
056	Klaw	Villain -- MOD
057	Whirlwind	Villain -- MOD
058	Omega Red	Villain -- MOD
059	The Owl	Villain -- MOD
060	Spider-Man Challenge	Story -- MOD
061	Captain America Challenge	Story -- MOD
062	Hulk Challenge	Story -- MOD
063	Thor Challenge	Story -- MOD
064	Wolverine Challenge	Story -- MOD
065	Human Torch Challenge	Story -- MOD
066	Iron Man Challenge	Story -- MOD
067	Storm Challenge	Story -- MOD
068	Elektra Challenge	Story -- MOD
069	Thing Challenge	Story -- MOD
070	Daredevil Challenge	Story -- MOD